ADMET Group Leaderboard

TDC.Caco2_Wang Leaderboard TDC.Bioavailability_Ma Leaderboard TDC.Lipophilicity_AstraZeneca Leaderboard TDC.Solubility_AqSolDB Leaderboard TDC.HIA_Hou Leaderboard TDC.Pgp_Broccatelli Leaderboard TDC.BBB Martins Leaderboard TDC.PPBR_AZ Leaderboard TDC.VDss_Lombardo Leaderboard TDC.CYP2C9_Veith Leaderboard TDC.CYP2D6_Veith Leaderboard TDC.CYP3A4 Veith Leaderboard TDC.CYP2C9_Substrate_CarbonMangels Leaderboard TDC.CYP2D6_Substrate_CarbonMangels Leaderboard TDC.CYP3A4_Substrate_CarbonMangels Leaderboard TDC.Half_Life_Obach Leaderboard TDC.Clearance_Hepatocyte_AZ Leaderboard TDC.Clearance_Microsome_AZ Leaderboard TDC.LD50 Zhu Leaderboard TDC.herg Leaderboard TDC.AMES Leaderboard TDC.DILI Leaderboard

References

Submission Instructions

BenchmarkGroup Class Documentation

Leaderboard Guidelines

TDC.Lipophilicity_AstraZeneca Leaderboard

Dataset Summary

Dataset	Unit	Size	Task	Metric	Dataset Split
TDC.Lipophilicity_AstraZeneca	log-ratio	4,200	Regression	MAE	Scaffold

Leaderboard

Rank	Model	Contact	Link	#Params	MAE ↓
1	Chemprop-RDKit	Kyle Swanson	GitHub, Paper	N/A	0.467 ± 0.006
2	Chemprop	Kyle Swanson	GitHub, Paper	N/A	0.470 ± 0.009
3	BaseBoosting KyQVZ6b2	David Huang	GitHub, Paper	N/A	0.479 ± 0.007
4	MapLight + GNN	Jim Notwell	GitHub, Paper	N/A	0.525 ± 0.003
5	ContextPred	Kexin Huang	GitHub, Paper	2,067,053	0.535 ± 0.012
6	MapLight	Jim Notwell	GitHub, Paper	N/A	0.539 ± 0.002
7	GCN	Kexin Huang	GitHub, Paper	191,810	0.541 ± 0.011
8	AttrMasking	Kexin Huang	GitHub, Paper	2,067,053	0.547 ± 0.024
9	NeuralFP	Kexin Huang	GitHub, Paper	480,193	0.563 ± 0.023
10	AttentiveFP	Kexin Huang	GitHub, Paper	300,806	0.572 ± 0.007
11	RDKit2D + MLP (DeepPurpose)	Kexin Huang	GitHub, Paper	633,409	0.574 ± 0.017
12	Basic ML	Nilavo Boral	GitHub, Paper	N/A	0.617 ± 0.003
13	Euclia ML model	Euclia	GitHub, Paper	50	0.621 ± 0.005
14	CFA	Nan Jiang	GitHub, Paper	N/A	0.626 ± 0.013
15	Morgan + MLP (DeepPurpose)	Kexin Huang	GitHub, Paper	1,477,185	0.701 ± 0.009
16	CNN (DeepPurpose)	Kexin Huang	GitHub, Paper	226,625	0.743 ± 0.020

^{1:} The lower the better.



